

**IN THE SPECIFICATION:**

Page 1, immediately after the title "GAMING MACHINE WITH BUY FEATURE GAMES",  
please insert –

Related Applications

a<sup>1</sup> This application claims the benefit of the international application PCT/AU00/00997  
filed August 23, 2000 and the Australian application PQ 2428 filed August 25, 1999.--

~~Page 7, please amend the paragraph beginning on line 26 to read~~

a<sup>2</sup> "In this embodiment of the invention, as illustrated in Figure 9, the player is required to  
make a special bet in order to be eligible for the feature. The feature, in this embodiment is the  
applicant's Mr. Cashman. Mr. Cashman is a trademark for the applicant and is described in  
detail in our co-pending PCT Application Number PCT/AU99/01059 dated 26 November 1999  
and entitled "Player Information Delivery". The contents of PCT/AU99/01059 are specifically  
incorporated herein by reference. The selection of the Mr. Cashman feature is by way of the  
selection button 70. If the player chooses not to play the Mr. Cashman feature, then bets are  
made in the standard way using the standard buttons 66 and 68.

**IN THE CLAIMS:**